## Appl. Serial Number 09/965,145 Atty. Docket # AUS920010508US1 Hsu

Method and system for producing dynamically determine rop shadows in a three-dimensional graphical user interface

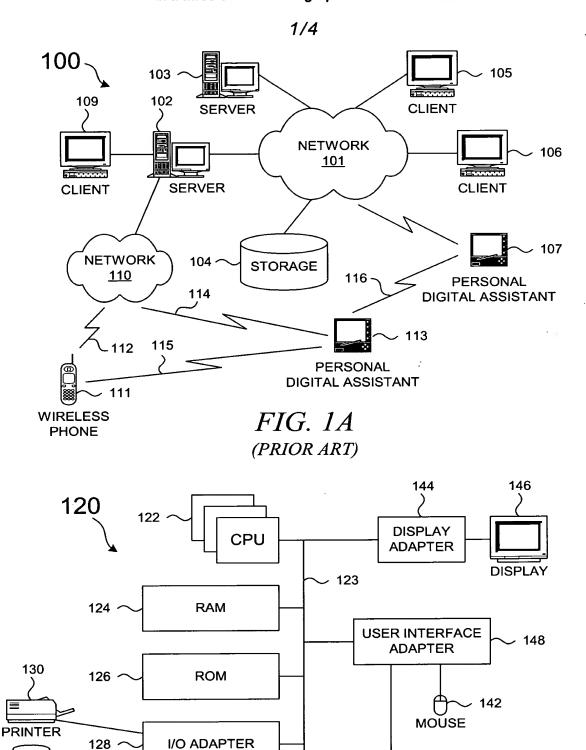


FIG. 1B (PRIOR ART)

COMMUNICATION

**ADAPTER** 

DISK

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COMMUNICATION

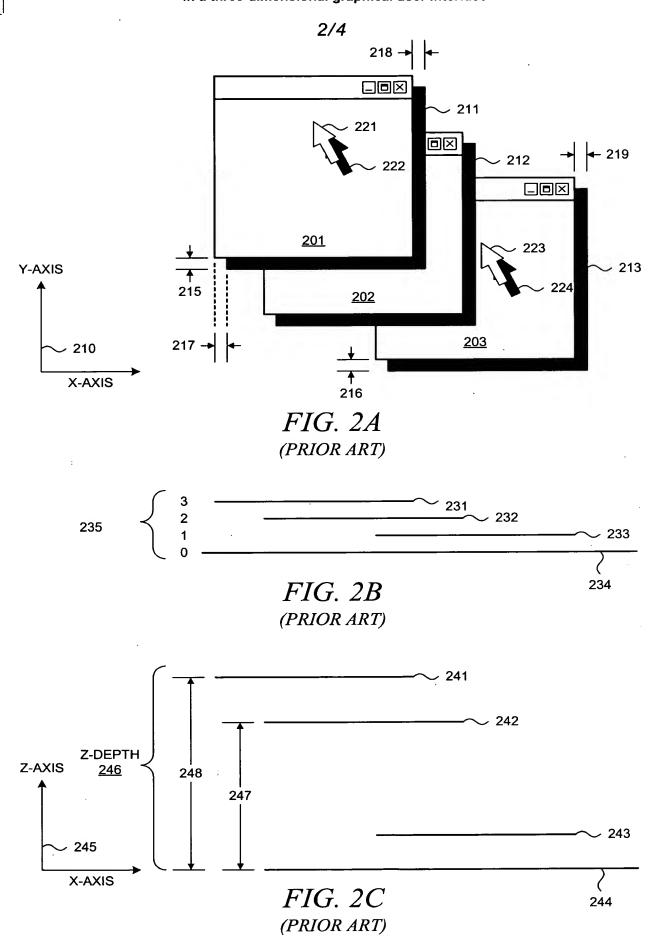
LINK

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KEYBOARD

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Method and system for producing dynamically determine op shadows in a three-dimensional graphical user interface



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Method and system for producing dynamically determine op shadows in a three-dimensional graphical user interface

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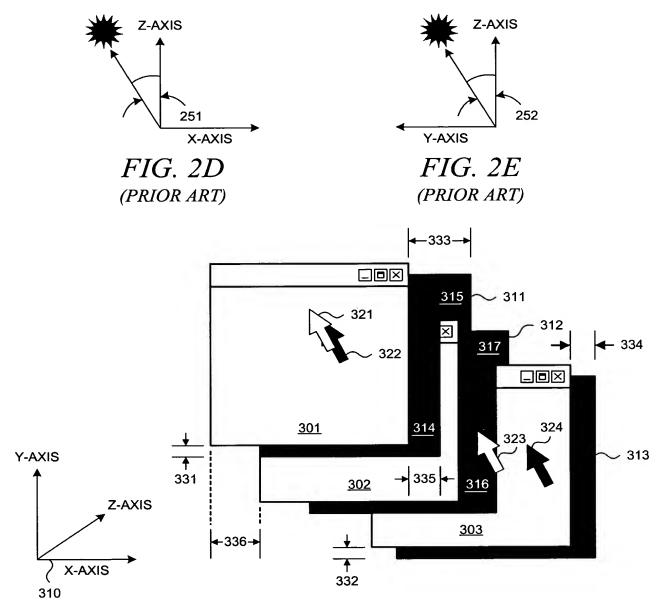


FIG. 3

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**BEGIN GENERATE SHADOW OBJECT** 402 **DISPLACE SHADOW OBJECT** IN FIRST DIMENSION (X OR Y) <u>404</u> GENERATE LIST OF OBJECTS FOR WHICH ILLUMINATION IS PARTIALLY OCCLUDED BY SHADOW OBJECT <u>406</u> **GET NEXT OBJECT IN LIST** 408 COMPUTE DIFFERENCE IN Z-DEPTH BETWEEN CURRENT OBJECT AND **OCCLUDING OBJECT** <u>410</u> CALCULATE TRANSLATION VALUE BASED ON DIFFERENCE IN Z-DEPTH <u>412</u> TRANSLATE OVERLAPPING PORTION OF SHADOW OBJECT BY COMPUTED TRANSLATION VALUE ALONG SECOND DIMENSION (X OR Y) <u>414</u> MORE **OBJECTS IN** LIST? YES <u>416</u> NO **END** 

FIG. 4